

IN THE CLAIMS

1. (currently amended) An information processing editing apparatus for allowing an editor to create final ~~GUI~~ ~~screens~~ superimposed scenes from content information according to a predetermined specification, comprising:

a ~~shared-screenscene~~ creation module operable allow the editor to define shared ~~screens~~ ~~scenes~~ that are superimposable to create a single, superimposed and nonsequential final scene, the shared ~~screens~~ ~~scenes~~ being virtual ~~screens~~ ~~scenes~~ formed in accordance with an internal format and used to form the final ~~screens~~ ~~scenes~~, each of the shared ~~screens~~ ~~scenes~~ comprising one or more ~~shared~~ ~~user~~ ~~selectable~~ objects that are controllable for display to create final ~~screens~~ ~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~screens~~ ~~scenes~~ in which the shared objects are displayed in accordance with the predetermined specification;

a ~~shared-screenscene~~ processing module operable to enable the editor to ~~select~~ virtually superimpose two or more shared ~~screens~~ ~~scenes~~, each of the ~~selected~~ shared ~~screens~~ ~~scenes~~ comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential final GUI ~~screens~~ ~~superimposed scenes~~ with the shared objects from each selected shared ~~screenscene~~;

an application creation module operable to describe control information in accordance with the internal format based on the shared ~~screens~~ ~~scenes~~ set by the editor via said ~~shared-screenscene~~ creation and processing modules; and

an output control module for converting the control information into shared object control information for forming the final ~~GUI~~ ~~screens~~ ~~superimposed scenes~~ in which the shared objects selected by combining shared ~~screens~~ ~~scenes~~ are specified for display at the same time in the final ~~GUI~~

sereenssuperimposed scenes in accordance with the predetermined specification.

2. (currently amended) An information processing editing apparatus according to claim 1, wherein said ~~shared-screenscene~~ processing module further specifies an order of superposition of a plurality of said shared sereensscenes; and

said application creation module further describes said control information for controlling an order of superposition of said shared objects used for each of the final ~~GUI~~ sereenssuperimposed scenes as a state of utilization of shared objects in each of the final ~~GUI~~ sereenssuperimposed scenes in accordance with said order of superposition of said shared sereensscenes.

3. (cancelled)

4. (cancelled)

5. (currently amended) A method according to claim 9, further comprising controlling utilization of the at least one shared object in each of the final ~~GUI~~ sereenssuperimposed scenes based upon the predetermined specification and the shared sereensscenes.

6. (currently amended) A method according to claim 5, further comprising:

specifying an order of superposition of the shared sereensscenes; and

describing the control information to control an order of superposition of the shared objects based upon the order of superposition of the shared sereensscenes.

7. (currently amended) An information editing processing apparatus for allowing an editor to create final ~~GUI~~ sereenssuperimposed scenes from content information according to a predetermined specification comprising:

shared-screenscene creation means for allowing the editor to define shared sereensscenes that are superimposable to create

a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in accordance with an internal format and used to form the final GUI ~~screens~~superimposed scenes, each of the shared ~~screens~~scenes comprising one or more shared ~~user-selectable~~ objects that are controllable for display to create final GUI ~~screens~~superimposed scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with said predetermined specification;

shared-screenscene processing means for enabling the editor to ~~select~~virtually superimpose two or more shared ~~screens~~scenes, each of the ~~selected~~ shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential final superimposed scenes GUI screens with the shared objects from each selected shared ~~screenscene~~;

control-information description means for describing control information in accordance with the internal format based on the shared ~~screens~~scenes set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI ~~screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final GUI ~~screens~~superimposed scenes created in accordance with the predetermined specification.

8. (currently amended) An information processing editing apparatus for allowing an editor to create final GUI ~~screens~~superimposed scenes from broadcast content information according to a predetermined data broadcasting specification comprising:

shared-screenscene creation means for allowing the editor to define shared ~~screens~~scenes that are superimposable to create

a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in accordance with an internal format and used to form the final GUI ~~screens~~superimposed scenes, each of the shared ~~screens~~scenes comprising one or more shared ~~user-selectable~~ objects that are controllable for display to create final GUI ~~screens~~superimposed scenes, the shared objects being separately controllable independent of the defined shared ~~screens~~scenes in which the shared objects are displayed in accordance with the data broadcasting specification;

shared-~~screens~~scene processing means for enabling the editor to ~~select~~virtually superimpose two or more shared ~~screens~~scenes, each of the ~~selected~~ shared ~~screens~~scenes comprising one or more of the shared objects, ~~to be combined~~ for creating ~~the~~ ~~superimposed and nonsequential~~ final GUI ~~screens~~superimposed scenes with the shared objects from each selected shared ~~screens~~scene;

control-information description means for describing control information in accordance with the internal format based on the shared ~~screens~~scenes set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI ~~screens~~superimposed scenes in which the shared objects selected by combining shared ~~screens~~scenes are specified for display at the same time in the final GUI ~~screens~~superimposed scenes in accordance with the data broadcasting specification.

9. (currently amended) A computer-implemented method for allowing an editor to create final GUI ~~screens~~superimposed scenes from shared ~~screens~~scenes from content information according to a predetermined specification, comprising:

defining shared ~~screens~~scenes that are superimposable to create a single, superimposed and nonsequential final scene, the shared ~~screens~~scenes being virtual ~~screens~~scenes formed in

accordance with an internal format and used to form the final GUI screensuperimposed scenes, each of the shared screensscenes including at least one shared—user-selectable object controllable for display to create final GUI screensuperimposed scenes, the shared objects being separately controllable independent of the defined shared screensscenes in which the shared objects are displayed in accordance with the predetermined specification;

selecting virtually superimposing two or more shared screensscenes, each of the selected shared screensscenes comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential ~~each of the final~~ GUI screensuperimposed scenes with the shared objects from each selected shared screenscene;

describing control information in accordance with the internal format based on the shared screensscenes; and

converting the control information into shared object control information for forming the final GUI screensuperimposed scenes in which the shared objects selected by combining shared screensscenes are specified for display at the same time in the final GUI screensuperimposed scenes in accordance with the predetermined specification.

10. (currently amended) A computer-implemented method for allowing an editor to create final GUI screensuperimposed scenes from shared screensscenes from content information according to a data broadcasting specification, comprising:

defining shared screensscenes that are superimposable to create a single, superimposed and nonsequential final scene, the shared screensscenes being virtual screensscenes formed in accordance with an internal format and used to form the final GUI screensuperimposed scenes, each of the shared screensscenes including at least one shared—user-selectable object controllable for display to create final GUI screensuperimposed

scenes, the shared objects being separately controllable independent of the defined shared ~~sereensscenes~~ in which the shared objects are displayed in accordance with the data broadcasting specification;

selecting~~virtually~~ superimposing two or more shared ~~sereensscenes~~, each of the ~~selected~~ shared ~~sereensscenes~~ comprising one or more of the shared objects, ~~to be combined~~ for creating the superimposed and nonsequential final ~~GUI~~ ~~sereenssuperimposed~~ scenes with the shared objects from each selected shared ~~sereensscenes~~;

describing control information in accordance with the internal format based on the shared ~~sereensscenes~~; and

converting the control information into shared object control information for forming the final ~~GUI~~ ~~sereenssuperimposed~~ scenes in which the shared objects selected by combining shared ~~sereensscenes~~ are specified for display at the same time in the final ~~GUI~~ ~~sereenssuperimposed~~ scene in accordance with the data broadcasting specification.

11. (currently amended) A memory device for storing instructions for operating a computer to allow an editor to create final ~~GUI~~ sereenssuperimposed scenes from shared ~~sereensscenes~~ from content information according to a predetermined specification, the instructions comprising instructions for:

defining shared ~~sereensscenes~~ that are superimposable to create a single, superimposed and nonsequential final scene, the shared ~~sereensscenes~~ being virtual ~~sereensscenes~~ formed in accordance with an internal format and used to form the final ~~GUI~~ sereenssuperimposed scenes, each of the shared ~~sereensscenes~~ including at least one shared ~~user-selectable~~ object controllable for display to create final ~~GUI~~ ~~sereenssuperimposed~~ scenes, the shared objects being separately controllable independent of the defined shared ~~sereensscenes~~ in

which the shared objects are displayed in accordance with the predetermined specification;

~~selecting virtually superimposing two or more shared screens scenes, each of the selected shared screens scenes comprising one or more of the shared objects, to be combined for creating the superimposed and nonsequential each of the final GUI screens superimposed scenes with the shared objects from each selected shared screens scene;~~

~~describing control information in accordance with the internal format based on the shared screens scenes; and~~

~~converting the control information into shared object control information for forming the final GUI screens superimposed scenes in which the shared objects selected by combining shared screens scenes are specified for display at the same time in the final GUI screens superimposed scenes in accordance with the predetermined specification.~~

12. (currently amended) An information editing processing apparatus for allowing an editor to create final GUI screens superimposed scenes from intermediate screens scene templates comprising:

~~a shared-screenscene creation module operable to allow the editor to define intermediate screenscene templates that are superimposable to create a single, superimposed and nonsequential final scene in accordance with an internal format that include one or more shared user-selectable objects that are controllable in an always on or always off manner for display to create final GUI screens superimposed scenes, the shared objects being separately controllable independent of the defined shared screens scenes in which the shared objects are displayed in accordance with a predetermined, industry-standard specification;~~

~~a shared-screenscene processing module operable to enable the editor to combine virtually superimpose two or more of the~~

intermediate screenscene templates to form a desired final GUI screensuperimposed scene that is a combination superposition of the shared objects contained within the editor-selected intermediate screenscene templates;

an application creation module operable to form shared-screenscene definition statements of shared objects files in accordance with the internal format, the shared object files comprising shared objects from the combined editor-selected intermediate screenscene templates; and

an output control module for providing description files that include descriptions of links for controlling the shared objects from the shared object files from each editor-selected intermediate screenscene template, the description files forming a script that complies with the industry-standard specification to display the shared objects at the same time in the final GUI screenssuperimposed scenes.